

Agent of Treachery 5 U U Creature -- Human Rogue When this creature enters, gain control of target permanent. At the beginning of your end step, if you control three or more permanents you don't own, draw three cards. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agent of Treachery 5 U U Creature -- Human Rogue When this creature enters, gain control of target permanent. At the beginning of your end step, if you control three or more permanents you don't own, draw three cards. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. BACK FACE Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. BACK FACE Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Elvish Mystic Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esika's Chariot Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esika's Chariot Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esika's Chariot Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Skyclave Apparition 1W Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 6/6 Tovolar's Huntmaster Creature -- Human Werewolf When this creature enters, create two 2/2 green Wolf creature tokens. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 6/6 Tovolar's Packleader Creature -- Werewolf Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens. {2}{G}: Another target Wolf or Werewolf you control fights target creature you don't control. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tovolar's Huntmaster Creature -- Human Werewolf When this creature enters, create two 2/2 green Wolf creature tokens. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 6/6 Tovolar's Packleader Creature -- Werewolf Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens. {2}{G}: Another target Wolf or Werewolf you control fights target creature you don't control. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tovolar's Huntmaster Creature -- Human Werewolf When this creature enters, create two 2/2 green Wolf creature tokens. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 6/6 Tovolar's Packleader Creature -- Werewolf Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens. {2}{G}: Another target Wolf or Werewolf you control fights target creature you don't control. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tovolar's Huntmaster Creature -- Human Werewolf When this creature enters, create two 2/2 green Wolf creature tokens. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 6/6 Tovolar's Packleader Creature -- Werewolf Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens. {2}{G}: Another target Wolf or Werewolf you control fights target creature you don't control. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Voice of Resurgence Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Terribad - Pioneer (Pioneer Challenge)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Eidolon of Rhetoric 2W Enchantment Creature -- Spirit Each player can't cast more than one spell each turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elite Spellbinder 2W Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elite Spellbinder 2W Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reidane, God of the Worthy Card [sideboard] ----- - - - OTHER FACE - - - ----- Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rending Volley R Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rending Volley R Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Selfless Samurai

① ①W

Creature -- Fox Samurai

Whenever a Samurai or Warrior you control attacks alone, it gains lifelink until end of turn.
Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Selfless Spirit

① ①W

Creature -- Spirit Cleric

Flying
Sacrifice this creature: Creatures you control gain indestructible until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Skyclave Apparition

① ①W ①W

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

[sideboard]

2/2

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